

Role Profile

Job Title: Animation Supervisor

Department: Animation

Main purpose of the role:

To supervise the Animation team through the Development and Production stages of a project to help realise the Director's creative vision within the production's schedule and budget.

To ensure that the Animation team is working effectively and efficiently to deliver the performance and quality that the Director's require. They will also be required to animate on the project.

To provide support and mentoring of the team within the wider structure of the studio.

Duties & Responsibilities:

This is a summary of duties and responsibilities and is not intended to be exhaustive.

- Responsible for overseeing the development of new characters with the Development Animator to ensure the design and build meets both the creative and production needs.
- Working with the Head of Puppets / Puppet Leads and Supervising Rigger to ensure the design & build of characters are part of a wider strategy to reduce the build time and cost of puppets. Yet at the same time also improving their longevity and performance quality.
- To work with the puppet department to build and test mouth sets for characters as per needs of the production schedule.
- Work with the directors in creating Character Bibles and reference material.
- To work with Director, Producer and Talent Manager in selecting the animation team for the production.
- Working with Director and production to appropriately cast animators to scenes.
- Pragmatic and keen attention to problem solving both creatively and logistically to ensure the production runs smoothly.
- Responsible for ensuring all work produced by the animation team is consistent in terms of style, performance and meets the quality and speed required by the project within the approved schedule.
- To oversee and guide any shot specific animation testing – especially where work is being covered by assistant animators.
- Responsible for motivating the Animation Team and ensuring a strong sense of comradery.
- Responsible for ensuring that all animators are fully aware of the production schedule and required shoot rates.
- Responsible for developing and maintaining effective communication between the animation team and the rest of the Production.
- Responsible for representing the animators in production meetings.
- Responsible for animation team responses / notes to both the reel and the schedule.
- The role will also be required to animate on the project.
- To observe the provision of the Health and Safety at Work Act.

Person Specification:

- A minimum of 10 years professional animating experience.
- Strong leadership capabilities with proven ability to motivate, mentor and develop team members.
- Excellent communication and interpersonal skills with the ability to communicate at all levels – with Departments, Producers, Directors,
- Confident / Proactive approach but with the ability to handle difficult situations in calm and diplomatic manner.
- An exceptionally creative person with widely recognised first-class stop frame animation skills.
- Demonstrates positive professional attitude to work and sets standards for others to follow.
- A self-driven, strong team player with good communication skills and willingness to mentor and develop others.
- Highly creative in both artistic and technical problem solving in a positive and pro-active manner.
- Excellent knowledge of Dragon Frame essential.
- To be highly competent at sculpting to the required level and speed.
- Takes responsibility for their work and shows thoroughness and attention to detail.
- To be able to take responsibility for their schedule and importance of communicating changes quickly to the Production team.
- Have the ability to sustain concentration and effort.
- Some Shotgrid/ Flow experience would be advantageous.
- Prepared to represent the company externally – e.g. Press & TV interviews etc.

Responsible to: Directors, Production Manager

Main Functional Contacts Head of Puppets, Puppet leads, Supervising Rigger, Production Team

Responsible for: Animators, Assistant Animators